

Melbourne
House
Software

COMMODORE
64

HORACE GOES SKING

PAVLODA

LOADS IN LESS
THAN TWO
MINUTES

MADE IN U.K.

HORACE GOES SKING is a sequel to the very successful

HUNGRY HORACE. Help Horace to slalom down the mountain course between the flags and avoiding the trees — but first he must cross the busy roads to get to the ski slopes. A complex, colourful and outstanding

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LOADING INSTRUCTIONS

Place the cassette in the Commodore cassette player, and press the PLAY button. Enter LOAD "HORACE" or LOAD then press the RETURN key.

The Commodore 64 will search the tape, and the message FOUND HORACE should appear on the screen. After approximately 10 seconds, the program will commence loading. (You can bypass the 10 second wait by pressing the space bar after the FOUND HORACE message appears.) Due to the speed loading program PAVLODA, loading of this program requires less than two minutes! The game will start automatically upon successful loading.

STARTING PLAY

'Horace Goes Skiing' has a built in demonstration mode, which allows you to see what the various stages of the game look like. To see the demonstration mode, simply let the game run — after 30 seconds of displaying the title page, the game will enter demonstration mode.

To return to the title page from demonstration mode, press any key or the joystick fire button. To start play, press any key or the joystick fire button while the title page is displayed. (Pressing a key means the game will be controlled by the keyboard, while pressing the fire button means it will be controlled by the joystick. If you make a mistake, press RESTORE to return to the title page.)

THE GAME

'Horace Goes Skiing' is a machine language game for the Commodore 64. Horace wishes to go skiing, but before Horace can get to the ski slopes he must fetch his skis from a hut on the other side of the busy road. Horace will move in one of four directions by using the joystick or the following keys,

UP	"Q" key
DOWN	"Z" key
LEFT	"I" key
RIGHT	"P" key

At the beginning of the game Horace has \$40 to spend. If he is knocked down it will cost him \$10 in ambulance fees. After Horace has successfully crossed the road, guide him to the door of the hut where he will fetch his skis. The charge for ski hire is \$10. Horace should not enter the ski hut unless he can afford the hire charge. If Horace has spent all his money on ambulance fees, then he can accumulate points and money by crossing the road repeatedly. At every 1000 points boundary, Horace receives a \$10 bonus. Horace should not linger on the road longer than necessary since the traffic becomes progressively more congested. After fetching his skis Horace must return across the road to the ski slope.

In the second part of the game, Horace must ski down the Hannekon run avoiding the trees and slaloming between the red and blue pairs of flags. If Horace fails to pass between the flags a warning note is sounded and Horace will lose points. Horace can parallel left or right with the "I"

and "P" keys as above, respectively, or the joystick left/right movement.

Horace increases his points by passing between the flags and he can also receive a 100 points bonus by passing through the finish barrier. As in the highway section, there is a \$10 bonus at every 1000 point boundary. If Horace should hit a tree he can continue on the slope provided that his skis do not break. If his skis do break then Horace must again cross the road for a new set of skis and then return across the road to the ski slopes. If Horace successfully completes the course with his skis intact then he must cross the road once with his skis to the next slope.

PAUSING THE GAME

The game may be paused at any time by pressing the left SHIFT key, and will commence again when the SHIFT key is released. The game may be paused for a longer time by pressing SHIFT LOCK.

RESTARTING THE GAME

Pressing RESTORE at any stage during play will return you to the title page.

PAVLODA

This program incorporates the speed-loading program **PAVLODA**. Written by Andrew Pavlomanolakos ('Pav' to his friends), this utility allows cassette tapes to be loaded into the Commodore 64 as fast, or faster than with the Commodore disk drive.

PORT 2

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